

SYSERR - Functions

To invoke a SYSERR utility function, on the SYSERR main menu, enter the corresponding function code and one or more parameters described in this section. For general instructions on the use of parameters, refer to the section Parameters.

The following functions are provided:

- Adding Messages
 - Deleting Messages
 - Displaying Messages
 - Modifying Messages
 - Printing Messages
 - Scanning Messages
 - Selecting Messages from a List
 - Translating Messages into other Languages
 - Copying Messages to a System File - SYSMAN Utility
-

Adding Messages

To add new messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	AD
Message Type	NS Natural system short messages NL Natural system long messages US User-defined short messages UL User-defined long messages A long message can only be added if the corresponding short message already exists, as the long message is intended to be an explanation of the short message.
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be added. If you only want to add one message, either enter the number of the new message in the left Message Number field and clear the right field, or enter the number in both fields.
Language Codes	The code of the language for which the message is to be added. If the message type is NS or NL, the language code must be 1 for English. For other message types, the first language code entered in the field is used; all others are ignored.

2. Press ENTER.

The Add Short Message screen is displayed:

11:20:23	***** NATURAL SYSERR UTILITY *****	2003-09-16
- Add Short Message -		
Number	Short Message	
-----	-----	
SYSERR10041.....2.....3.....4.....5.....	
Sample Message sample number 0000		

3. In the input line next to the message number, type in a short message text.
If the text you type in contains the string **0000**, the string **0000** is replaced by the message number when saving the message. The use of a sample message (as indicated in the example above) is explained in Copying a Sample Message below.
4. Press ENTER to save the new short message.

5. Press PF9/Long to add a corresponding long message text.
The Add Long Message screen is displayed:

11:21:59	- Add Long Message SYSERR1004 Language 1 -	2003-09-16
1	Tx. Message sample number 1004	
2	.	
3	.	
4	Ex. .	
5	.	
6	.	
7	.	
8	.	
9	.	
10	.	
11	.	
12	.	
13	.	
14	.	
15	.	
16	.	
17	.	
18	Ac. .	
19	.	
20	.	
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---		
Add	Exit	- + Copy Canc

6. Enter text in the three input areas: Tx. (text), Ex. (explanation) and Ac. (action).
7. Press ENTER to save the long message.
8. Press PF9/Short to return to the short message or to add the next short message in ascending order if you have selected a range of message numbers.
9. Press PF3 or PF12 to return to the SYSERR main menu.
Or press PF8 or PF7 to add the next short message in ascending or descending order if you have selected a range of message numbers.

Copying a Sample Message

Below the message input line, a line is displayed labeled Sample. The text contained in this line can be copied to the message input line by entering .C in the empty message input line.

If the sample message contains the string **0000**, this string **0000** is replaced by the message number when the sample is copied as illustrated in the example below.

11:21:13	***** NATURAL SYSERR UTILITY *****	2003-09-16
	- Add Short Message -	
Number	Short Message	
-----	-----	
SYSERR1004	Message sample number 1004	
+....1....+....2....+....3....+....4....+....5....+..	
Sample	Message sample number 0000	

For information on how to create a sample message, see the SAMPLE command described in the section SYSERR Direct Commands.

Deleting Messages

To delete messages

- In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	DE
Message Type	NS Natural system short messages NL Natural system long messages US User-defined short messages UL User-defined long messages It is possible to delete a long message without deleting the corresponding short message, but not vice versa. If you try to delete a short message for which a long message exists, you are asked to confirm the deletion of both.
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be deleted.
Language Codes	The code(s) of the language(s) in which the messages are to be deleted. To indicate that the messages specified are to be deleted in all languages available, enter an asterisk (*).

Displaying Messages

To display messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	DI
Message Type	NS Natural system short messages NL Natural system long messages US User-defined short messages UL User-defined long messages
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be displayed.
Language Codes	The code of the language in which the messages are to be displayed. Only one language code is accepted. If more than one code is specified, only the first one is used; all others are ignored.

2. Press ENTER.

For short messages, the Display Short Messages screen is displayed:

15:41:11	***** NATURAL SYSERR UTILITY *****	2003-09-17
	- Display Short Messages -	
Number	Short Message (English)	
-----	-----	
NAT0001	Missing/invalid syntax; undefined variable name/keyword.	
NAT0002	No file is available with specified name or number.	
NAT0003	Invalid character string for file name or file number.	
NAT0004	DEFINE DATA must be the first statement if present.	
NAT0005	Closing parenthesis missing in arithm/logical expression.	
NAT0006	ESCAPE statement used when no processing loop active.	
NAT0007	Invalid THRU or TO clause in READ LOGICAL or HISTOGRAM.	

Press PF8 to page forwards.

For long messages, the Display Long Message screen is displayed where the messages are displayed one after another by pressing PF8 to page forwards or PF7 to page backwards.

The Display Long Messages screen is similar to the Modify Long Message screen as shown in Modifying Messages below.

Modifying Messages

To modify messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	MO
Message Type	NS Natural system short messages NL Natural system long messages US User-defined short messages UL User-defined long messages
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be modified.
Language Codes	The code of the language in which the messages are to be modified. Only one language code is accepted. If more than one code is specified, only the first one is used; all others are ignored.

2. Press ENTER.

The Modify Short Message screen is displayed:

18:52:33	***** NATURAL SYSERR UTILITY *****	2003-09-16
	- Modify Short Message -	
Number	Short Message (English)	
-----	-----	
SYSERR1004	Message sample number 1004	
1.....2.....3.....4.....5.....	
1 Tx. Input missing.		
2 .		
3 .		
4 Ex. Input value missing in field XYZ.		
5 Enter an alphanumeric value.		
6 .		
7 .		
8 .		
18 Ac. Enter value in field XYZ.		
19 .		
20 .		
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---		
Mod Exit - + Copy Canc		

For reference purposes, the long message is displayed in the bottom half of the screen.

When you modify long messages, the Modify Long Message screen is displayed:

```
18:54:02      - Modify Long Message SYSERR1004 (English) -                2003-09-16
1 Tx. Input missing.
2      .
3      .
4 Ex. Input value missing in field XYZ.
5      Enter an alphanumeric value.
6      .
7      .
8      .
9      .
10     .
11     .
12     .
13     .
14     .
15     .
16     .
17     .
18 Ac. Enter value in field XYZ.
19     .
20     .

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Mod          Exit          -      +          Copy          Canc
```

3. Press ENTER to save modifications.
4. Press PF8 or PF7 to modify the next message in ascending or descending order if you have selected a range of numbers.

Printing Messages

To print messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	PR
Message Type	NS Natural system short messages NL Natural system long messages US User-defined short messages UL User-defined long messages
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be printed.
Language Codes	The code of the language in which the messages are to be printed. Only one language code is accepted. If more than one code is specified, only the first one is used; all others are ignored.

2. Press ENTER.

The print window is displayed:

```
+-----Print Natural System Messages-----+
!                                           !
!   Language code .... 1                   !
!                                           !
!   Long texts, too .. N                   !
!   Message number ... 1___ - 25          !
!   Lines per page ... 60_                 !
!   Left margin ..... 10                  !
!   Top margin ..... 0_                   !
!   Bottom margin .... 0_                 !
!   Printer ID ..... PRT1_____          !
!                                           !
!                                           !
+-----+-----+-----+-----+-----+
```

3. Specify the options provided in the print window and the logical printer name.
See the DEFINE PRINTER statement in the Natural Statements documentation for details on logical printer names.
4. Press ENTER to output the selected messages on a printer.

To print all Natural system messages

- In the fields on the SYSERR main menu, enter the following values:

Function Code PR,
Message Type NS or NL,
Message Numbers 1 - 9999,
and Language Code 1 (English) or 2 (German).

A Library ID is not required and possible entries are ignored.

Scanning Messages

This function is used to scan messages for a specific string of characters. Only short messages can be scanned.

To scan messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	SC
Message Type	NS Natural system short messages US User-defined short messages
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be scanned.
Language Codes	Specify a maximum of nine language codes from the ranges 1 - 9, A - Z and a - y, or specify an asterisk (*).

2. Press ENTER.
The scan window is displayed (see the Example below).
3. Specify the following:

Scan Value(s)	In the four empty fields, enter up to four terms to be searched for. The scan finds the specified terms in both upper and lower case.
OR/AND/NOT	You can vary the conditional operators OR, AND or NOT between the search terms. In the Example below, the search would be for all short messages that contain both the words "buffer" and "pool". If the operator NOT were specified, the search would find all messages that contain neither the word "buffer" nor the word "pool".
Absolute	If you mark this field, the string of characters is found even if it is part of a larger string in the message text. For example, if you scan for the value "meter", the search would also find words, such as "parameter" and "millimeter".
Immediate	If you mark this field, messages are displayed individually, one after another. Otherwise, a list of messages is displayed after the search is completed. If you specify more than one language or an asterisk (*) in the Language Codes field, Immediate must be marked.

Example:

```

+-----+
!  Scan value(s)      Or/And/Not  !
!  -----          -----      !
!  BUFFER_____      AND          !
!  POOL_____         !
!  _____         !
!  _____         !
!  Absolute ..... X   !
!  Immediate .... _   !
!                      !
+-----+

```

4. Press ENTER.

All messages to which the specified scan criteria apply are displayed. The word in which the search string is found is displayed in intensified form. The example output of a scan is shown below:

```

11:32:27          ***** NATURAL SYSERR UTILITY *****          2000-07-04
                    - Scan in Short Messages -

Number           Short Message (English)
-----
NAT0777          Buffer pool full.

```

From this screen, you can display the search criteria for the current scan by pressing PF10.

Selecting Messages from a List

This function is used to display a range of messages and select single ones for further processing. Only short messages can be displayed.

To select messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	SE
Message Type	NS Natural system short messages US User-defined short messages
Library	Any existing Natural library. If an asterisk (*) is appended to the library ID, a list of all libraries available is displayed for selection.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be displayed for selection.
Language Codes	The code of the language in which the messages are to be displayed. If more than one code is specified, only the short message text of the first one is displayed. Enter an asterisk (*) to display the languages available for each message.

2. Press ENTER.

The Select Messages screen is displayed:

11:33:21	***** NATURAL SYSERR UTILITY *****	2000-07-04
	- Select Messages -	
Se Number	Short Message (English)	Languages short long
--- -----	-----	-----
___ NAT0001	Missing/invalid syntax; undefined variable name/	1 1
___ NAT0002	No file is available with specified name or numb	1 1
___ NAT0003	Invalid character string for file name or file n	1 1
___ NAT0004	DEFINE DATA must be the first statement if prese	1 1
___ NAT0005	Closing parenthesis missing in arithm/logical ex	1 1
___ NAT0006	ESCAPE statement used when no processing loop ac	1 1
___ NAT0007	Invalid THRU clause in READ LOGICAL/HISTOGRAM st	1 1

3. In the column **Se**, enter any of the following line commands:

Command	Function
DE	Delete the message.
DI	Convert the Select Messages screen into the Display Short Messages screen as shown in Displaying Messages above. Additionally, place the message selected with this command at the top of the list and reduce the number of messages displayed as described for .X below.
LA	Show into which languages the message has been translated.
MO	Modify the message.
PR	Output the message on a printer.
SH	Display the short message. This command is only available if an asterisk (*) has been entered in the Language Code field on the SYSERR main menu.
TR	Translate the message into another language.
.X	Define a shorter message range by placing a selected message at the top of the list and thus reducing the number of messages displayed: The message selected with this command is placed at the top of the list and any messages that were listed above this message are removed from the display. The message range on the SYSERR main menu is reset accordingly and starts with the message selected here on the Select Messages screen.
.Y	Define a shorter message range by listing messages only up to a selected message: All messages that were listed below the message selected with this command are removed from the display. The message range on the SYSERR main menu is reset accordingly and ends with the message selected here on the Select Messages screen.

4. Press ENTER to continue.

Translating Messages into other Languages

This function is used to translate short messages from one language to one or more other languages. To translate long messages into other languages, use the Add Long Messages function described in Adding Messages.

To translate messages

1. In the fields on the SYSERR main menu, enter the following values:

Field	Input Value
Code	TR
Message Type	NS Natural system short messages US User-defined short messages
Library	Any existing Natural library.
Message Number	Two numbers of up to four digits corresponding to the first and last numbers of the range of messages to be displayed for selection.
Language Codes	Specify a maximum of nine language codes. The language codes are single alphanumeric characters in the ranges 1 - 9, A - Z and a - y.

2. Press ENTER.

The Translate Short Message screen is displayed:

```

11:42:21          ***** NATURAL SYSERR UTILITY *****          2003-07-04
                   - Translate Short Message -

Number ..... SYSERR0002
Languages ... 123...7.9ABCD.....

----- +...+...1...+...2...+...3...+...4...+...5...+..
English      Short message number 2_____
German       Short message number 2 (German)_____
French       Short message number 2 (French)_____
Spanish      _____
Italian      _____
Dutch        _____
Turkish      Short message number 2 (Turkish)_____
Danish       _____
Norwegian    Short message number 2 (Norwegian)_____
----- +...+...1...+...2...+...3...+...4...+...5...+..

  1 Short message number 2
  4 Line 4 of message number 2 (long text, English)
 18 Line 18 of message number 2 (long text, English)

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
Mod  Help      Exit      -      +      Opts      Canc

```

The fields Number and Language display the message number and the codes of the languages in which the message already exists (in the example screen above: 1, 2, 3, 7, 9, A, B, C and D).

The section below Number and Language lists the languages and their corresponding translations or displays empty input lines for entering translations in the new languages that were specified earlier in the Language Code field of the SYSERR main menu when the function was invoked (in the example above: 1, 2, 3, 4, 5, 6, 7, 8 and 9 where 4, 5, 6 and 8 are new languages).

For reference purposes, the bottom section of the screen displays three lines of the long message that corresponds to language that is listed first in the languages/short messages section (in the example above, English). Lines 1, 4 and 18 are displayed by default. You can display any other line of the long message by overtyping any of the three line numbers (1, 4 or 18) with another line number and pressing ENTER.

3. Enter the translation in the input line next to the new language specified.
4. Press ENTER.

To modify translations of short messages

1. On the Translate Short Message screen, press PF10.
The Options window is displayed:

```

+----- Options -----+
!                               !
! Modification of all fields allowed ..... N      !
!                               !
! Currently recognized language codes ..... 123456789 !
!                               !
+-----+

```

2. In the field Modification, enter **Y** to override the default.

In this window, you can also specify up to nine new language codes for translation.

To copy a translation into an empty input line

1. On the Translate Short Message screen, in an empty input line, over the first two positions type in **.C**.
2. Place the cursor anywhere in the line of a short message that already exists for another language.
(You can only copy text that appears in display mode.)
3. Press ENTER.

Copying Messages to a System File - SYSMAN Utility

A message or a range of messages can be copied from one library to another or from one system file to another.

To copy messages from one library or file to another

- Use the Copy Messages function of the SYSMAN utility.
Or, use the unload facility ERRULDUS and the load facility ERRLODUS.